

FIG. 1

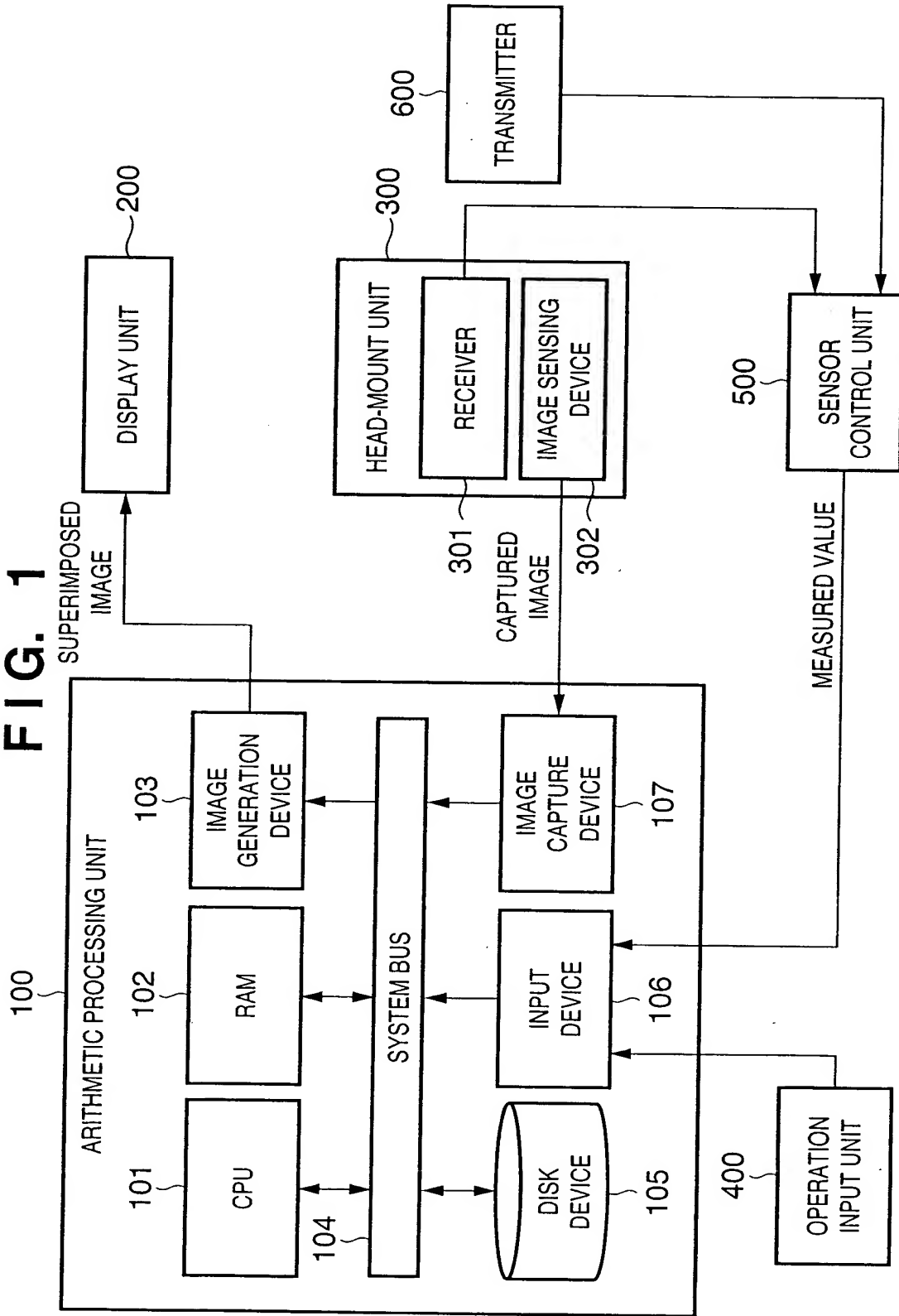
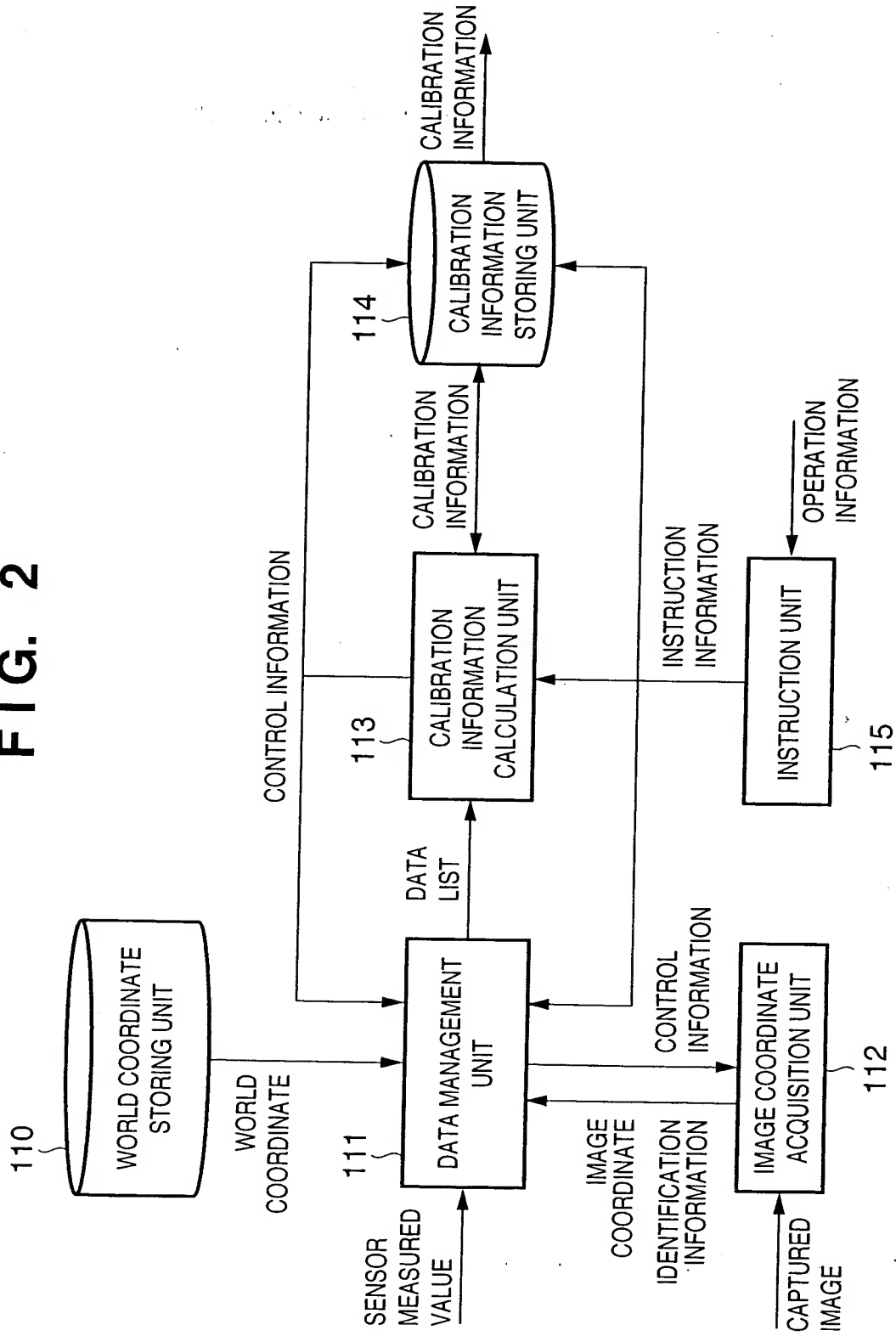


FIG. 2



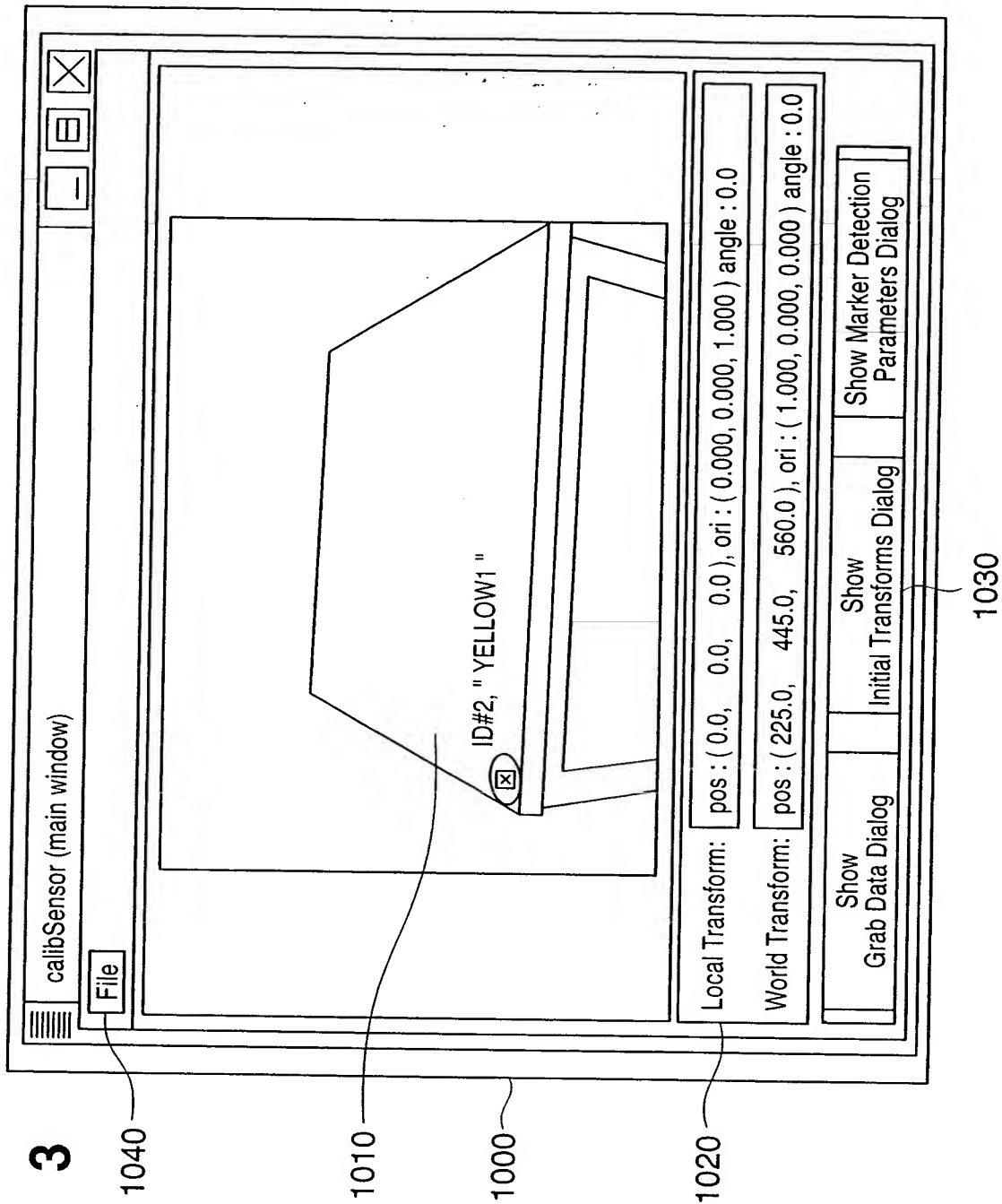


FIG. 4

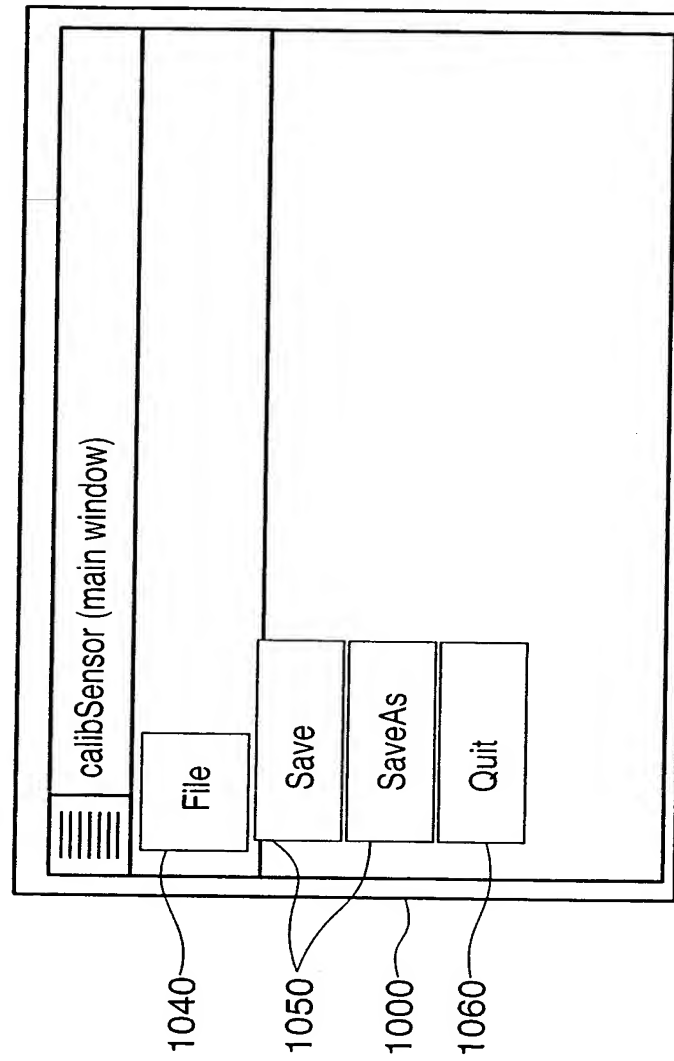


FIG. 5

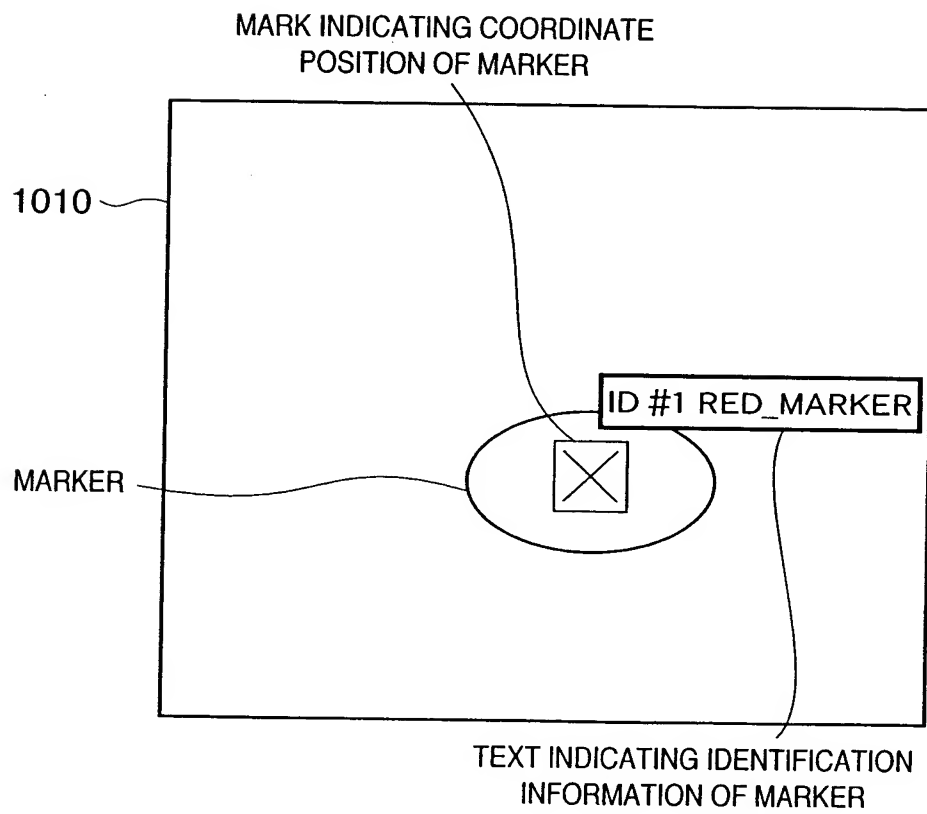


FIG. 6

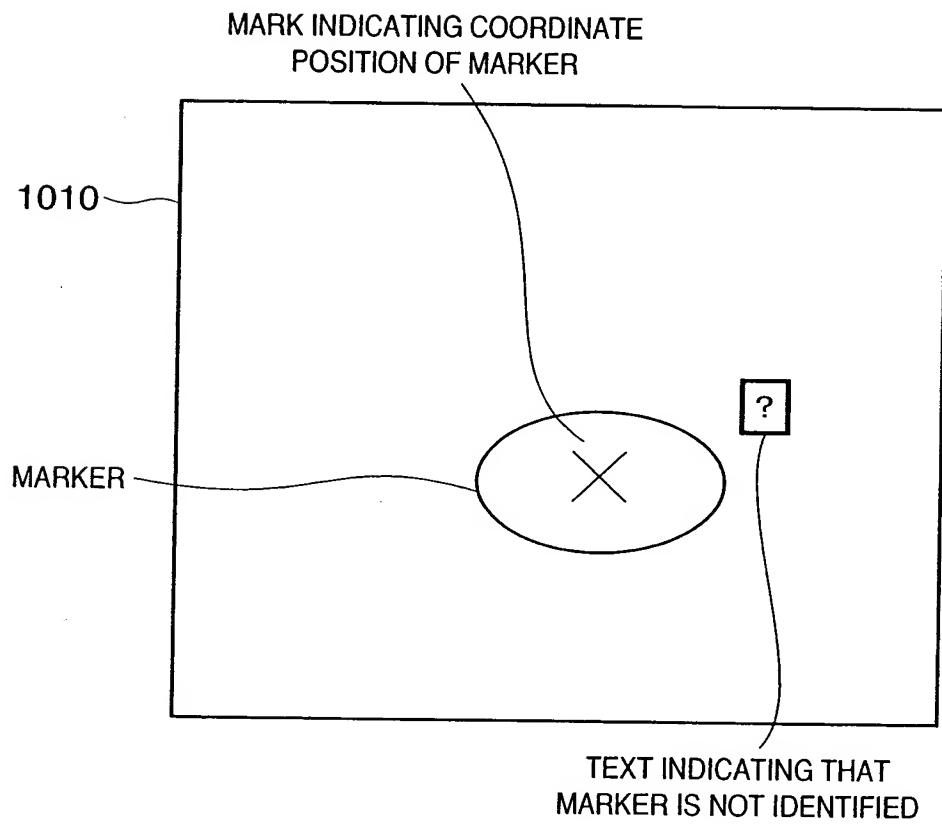
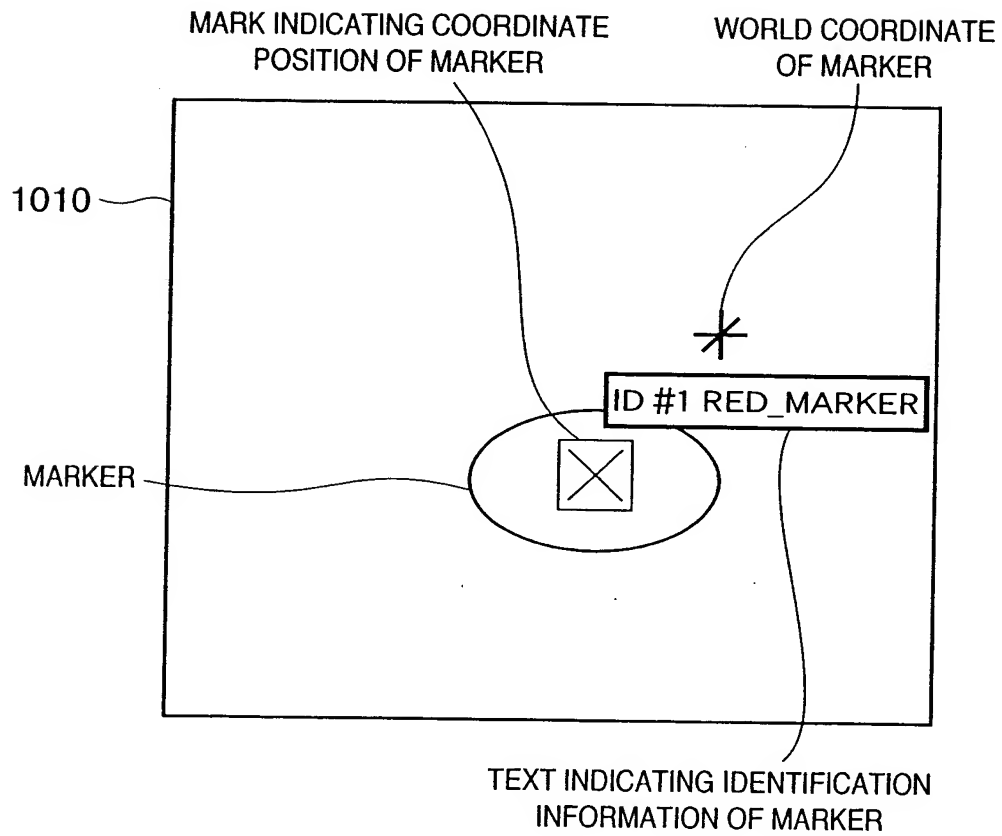


FIG. 7



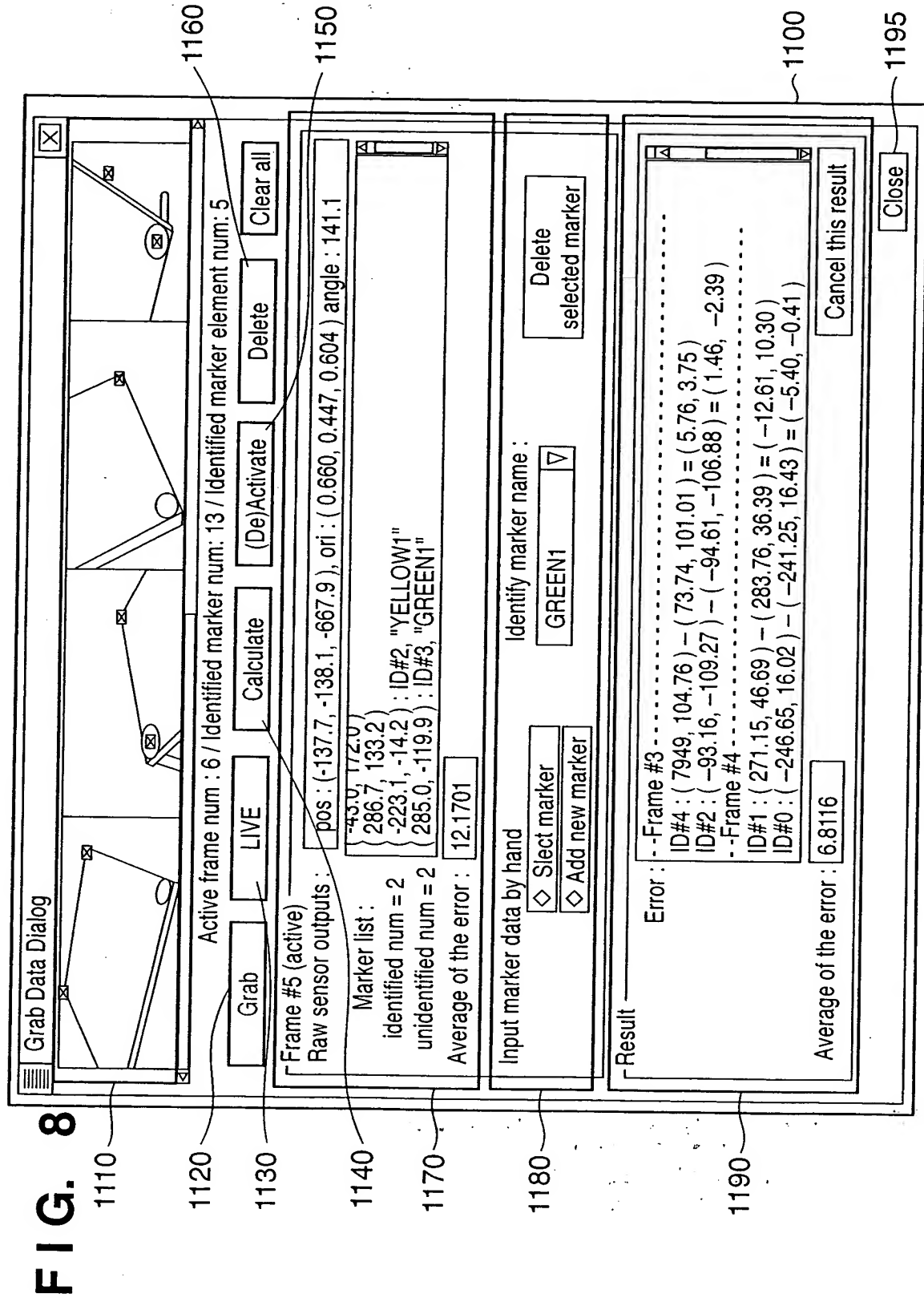


FIG. 9

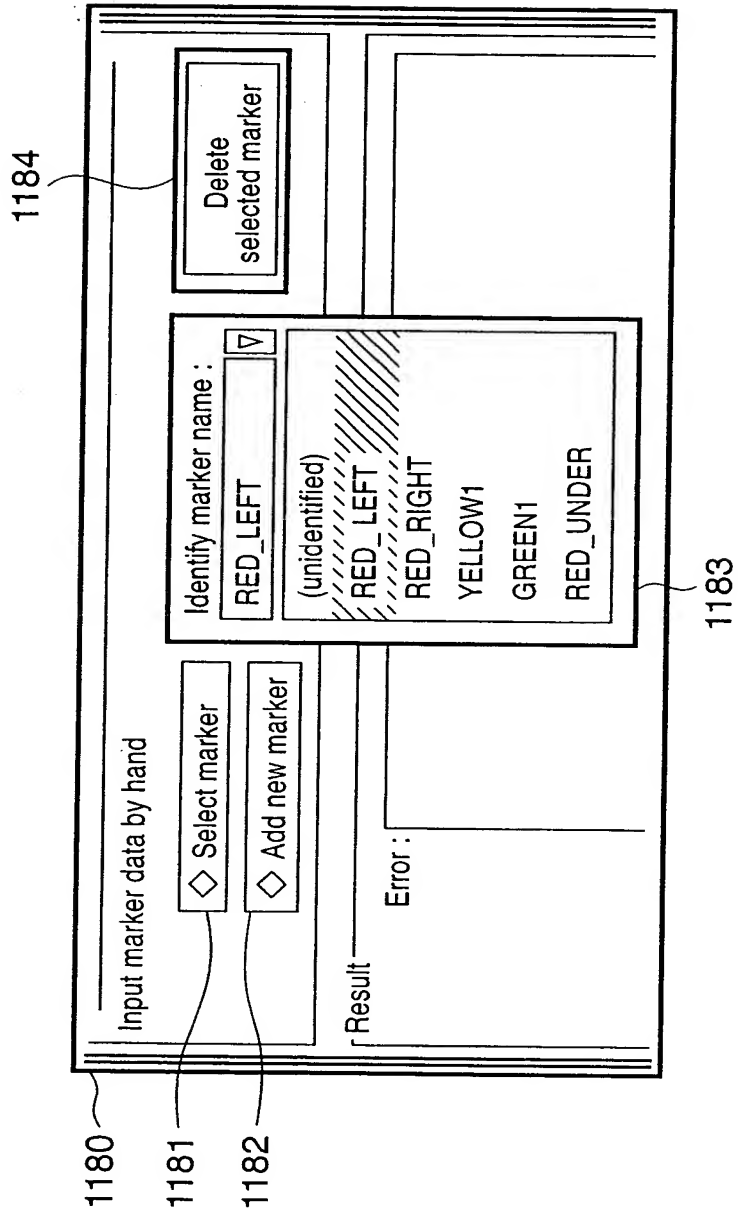


FIG. 10

Initial Transforms Dialog

Local Transform | **World Transform**

position - x: 58 orientation - x: -0.500651
 position - y: 104 orientation - y: -0.650847
 position - z: -12 orientation - z: 0.570742

orientation - angle: 109

Euler angle

azimuth (z-axis): 90
 elevation (y-axis): -14
 roll (x-axis): -85

Rotate receiver X-axis Y-axis Z-axis
Rotate camera X-axis Y-axis Z-axis

Load parameters for standard config. | Now, I'm looking at the transmitter | Reset to default | Close

1210 1220 1200 1230 1240 1250 1260

FIG. 11

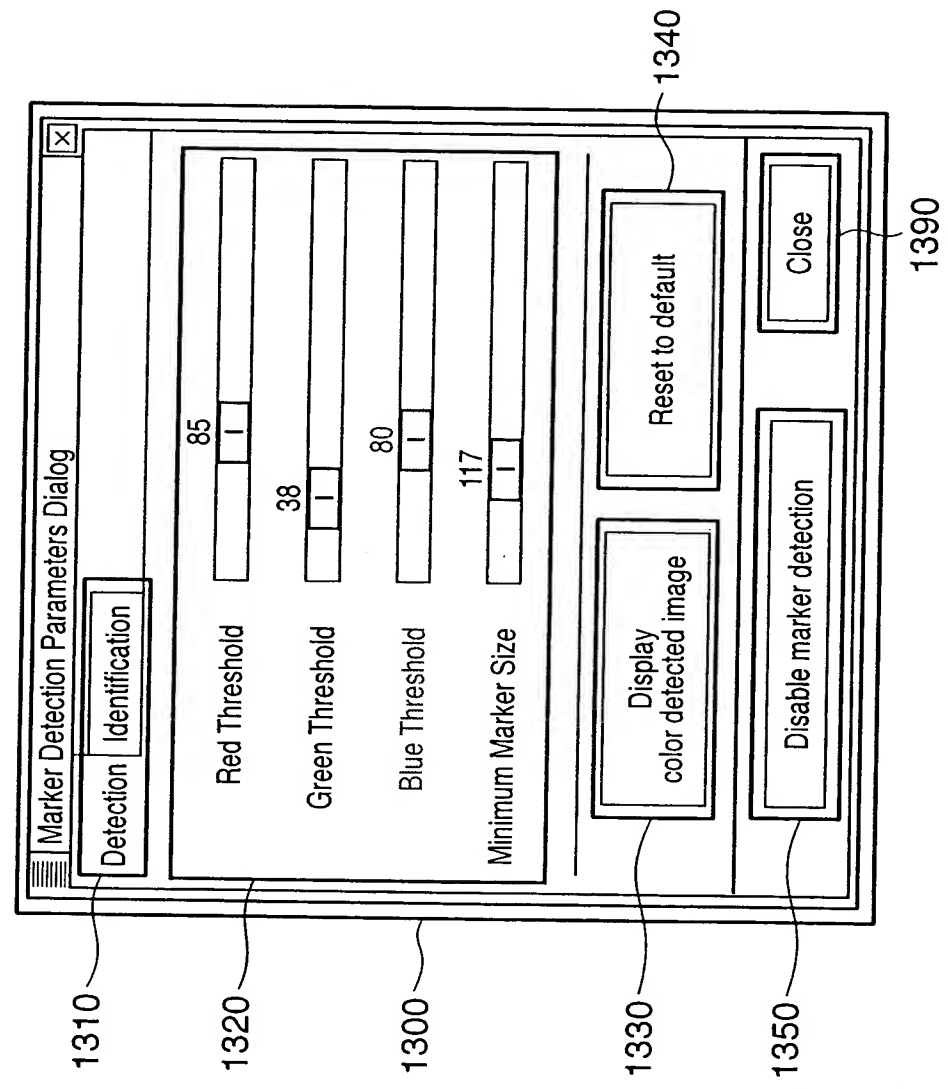


FIG. 12

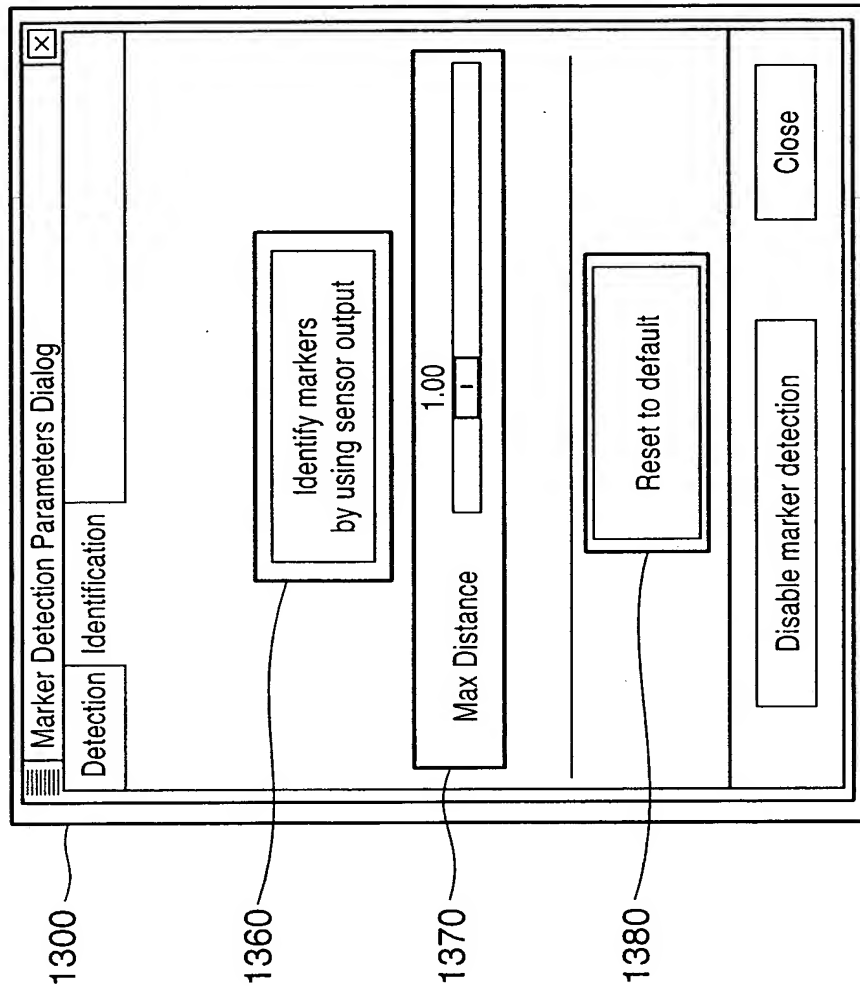


FIG. 13

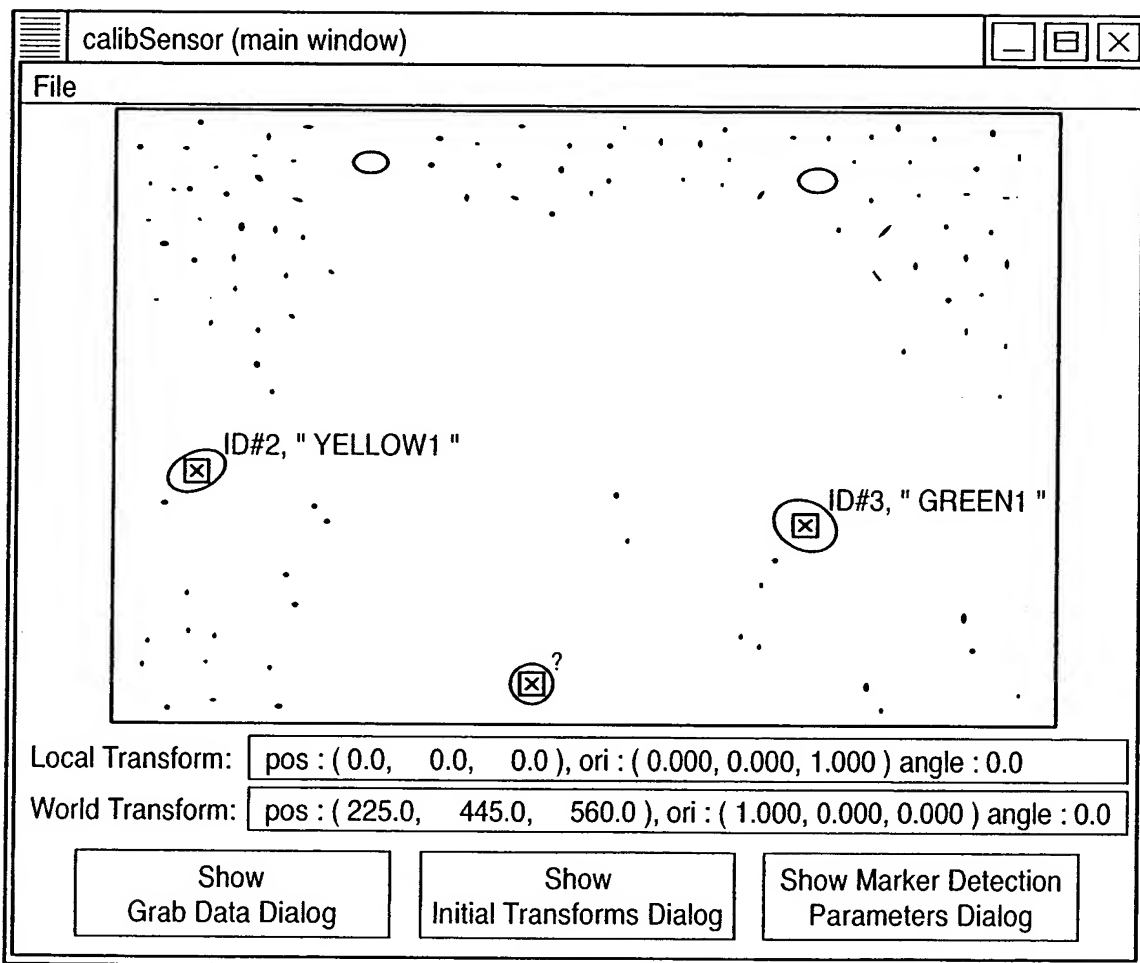


FIG. 14A

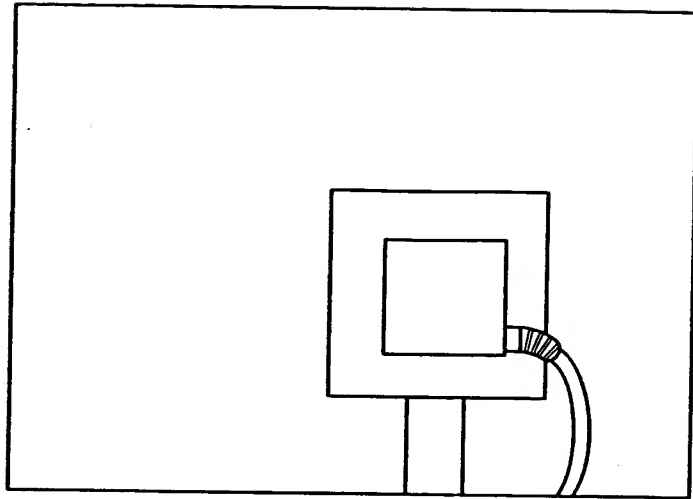


FIG. 14B

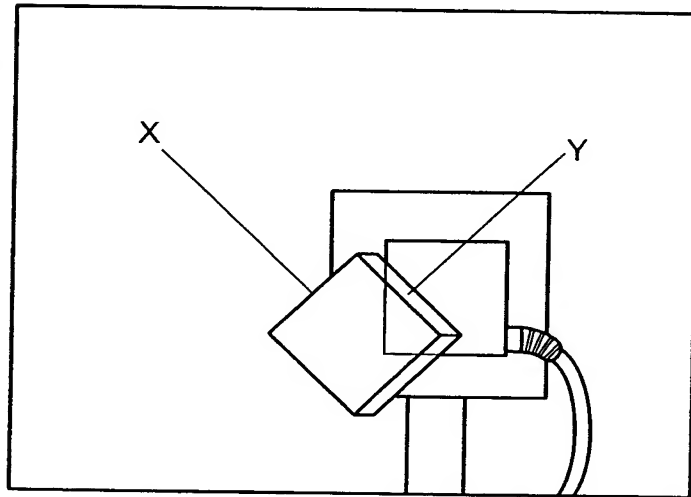


FIG. 14C

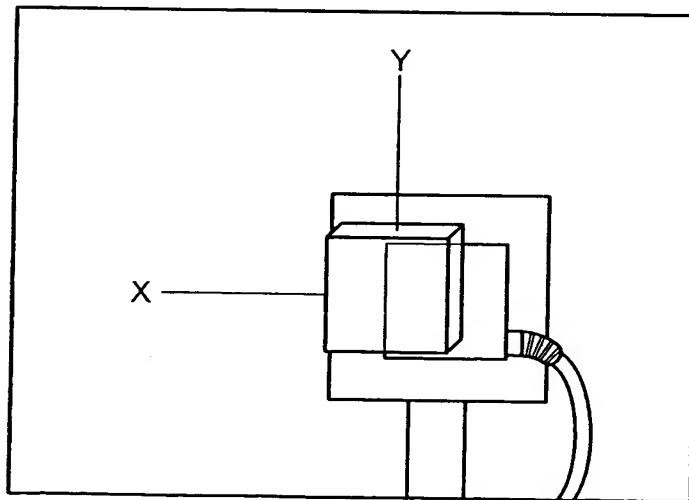


FIG. 15

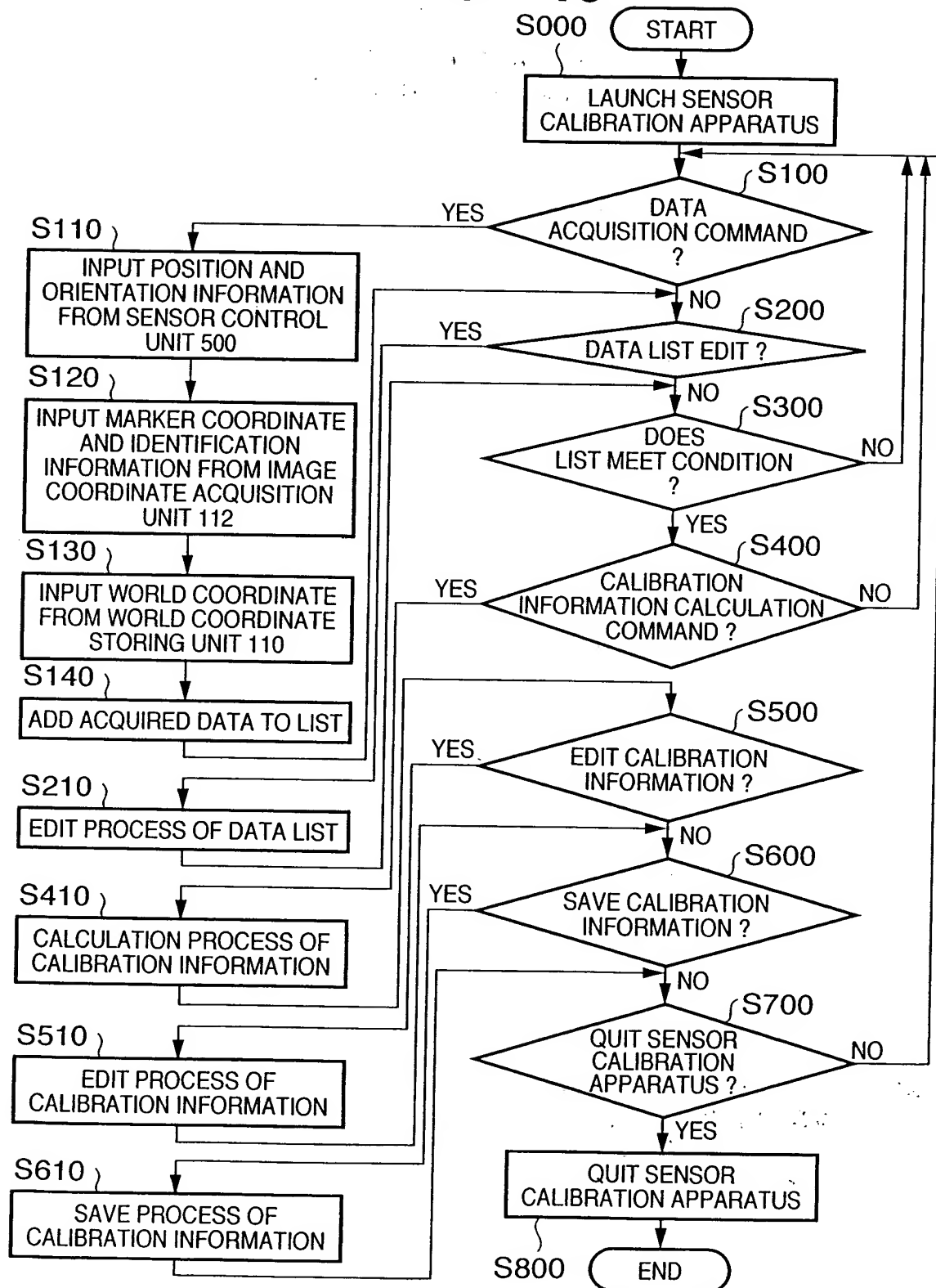


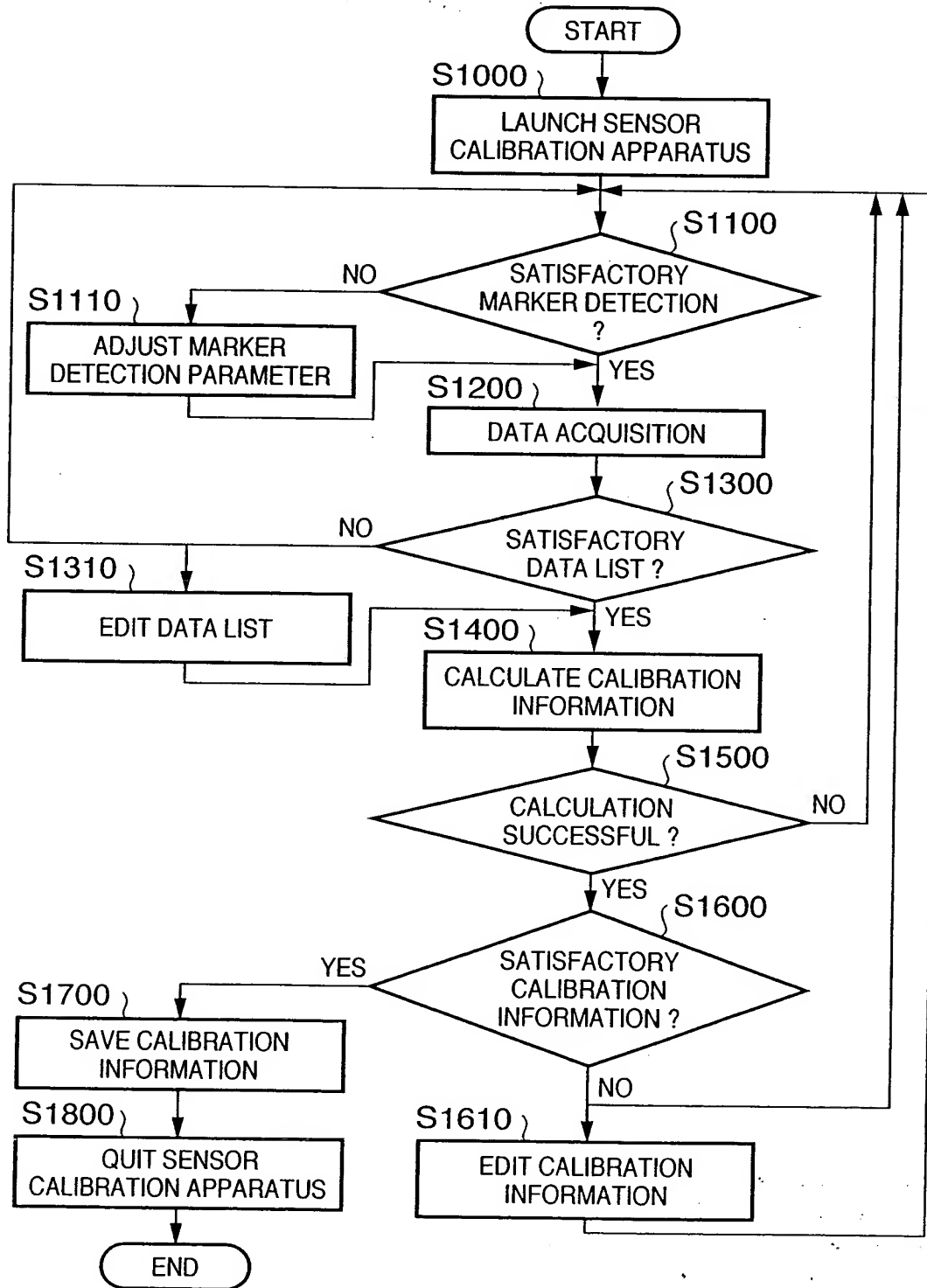
FIG. 16

FIG. 17

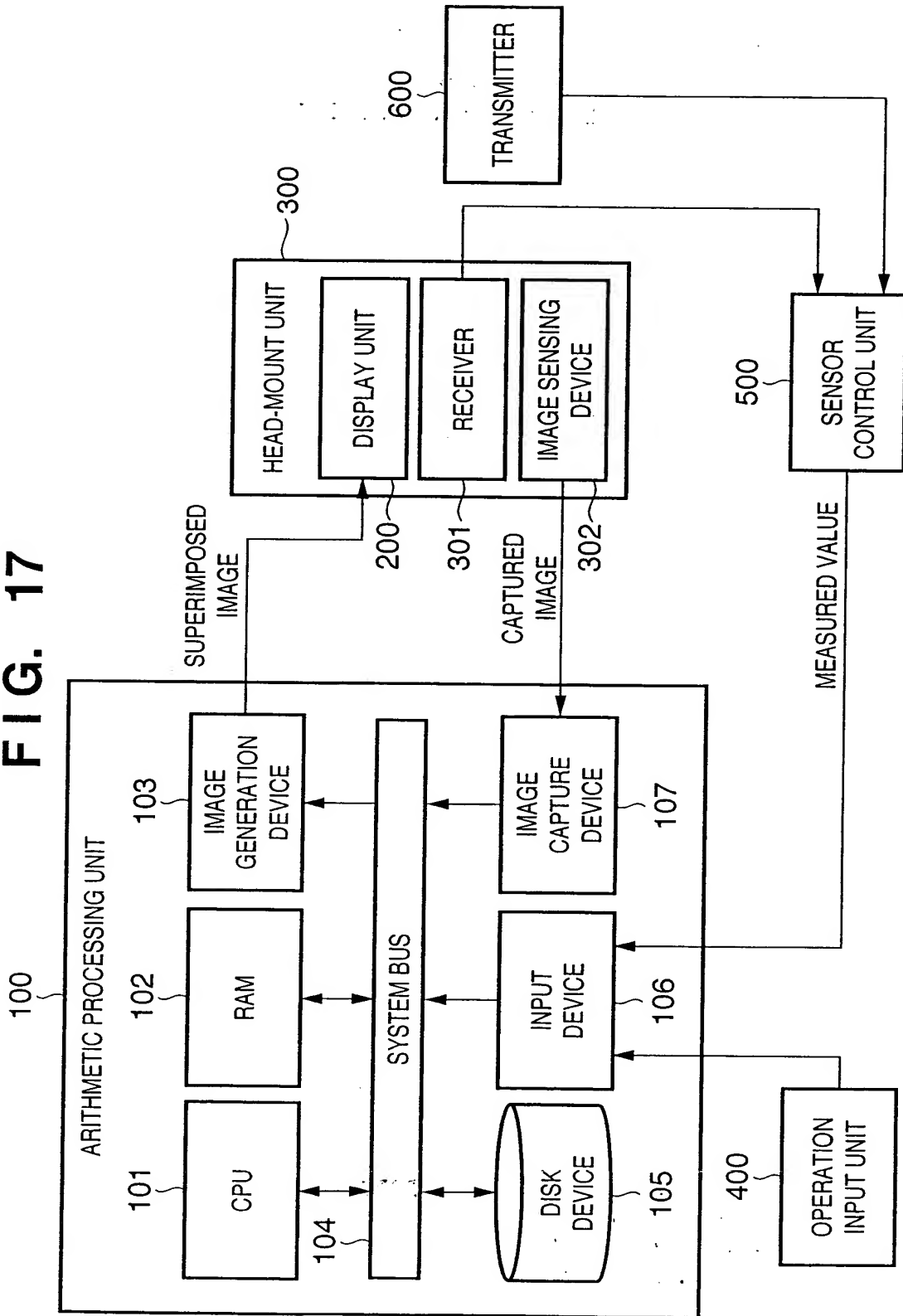


FIG. 18

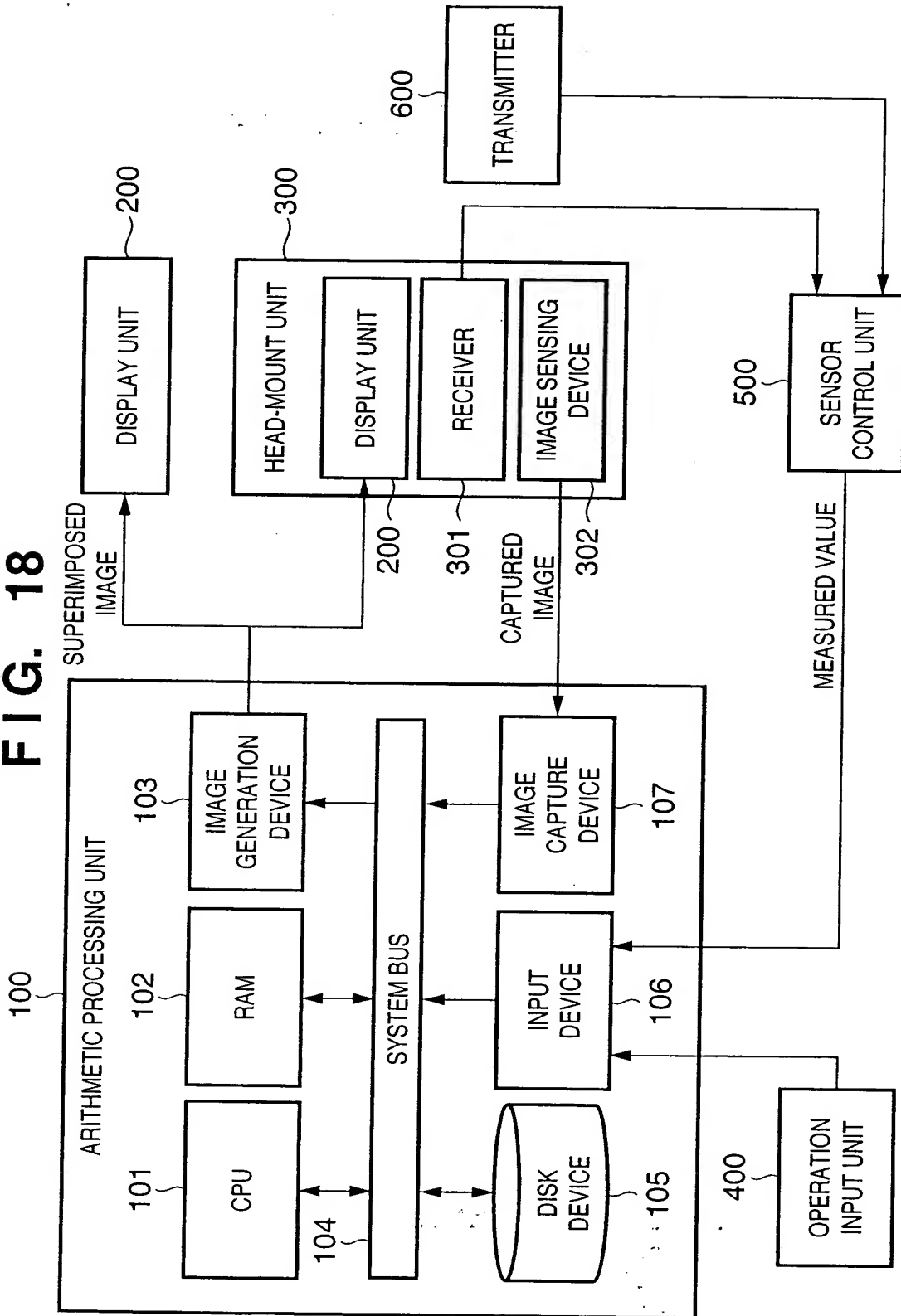


FIG. 19

The dialog box, titled "Initial Transforms Dialog", features two tabs: "Local Transform" and "World Transform". The "Local Transform" tab is currently selected. It contains the following fields and controls:

- position - x:** 400
- position - y:** 400
- position - z:** 550
- orientation - x:** 1.000000
- orientation - y:** 0.000000
- orientation - z:** 0.000000
- orientation - angle:** 0
- Euler angle** section:
 - azimuth (z-axis):** 0
 - elevation (y-axis):** 0
 - roll (x-axis):** 0
- Rotate transmitter** section:
 - X-axis: [spin box]
 - Y-axis: [spin box]
 - Z-axis: [spin box]
- Rotate world coordinate** section:
 - X-axis: [spin box]
 - Y-axis: [spin box]
 - Z-axis: [spin box]

Buttons include "Set axis" (top right), "Reset to default" (bottom left), and "Close" (bottom right). Reference numerals point to specific elements: 1210 to the dialog title bar, 1220 to the "Local Transform" tab, 1200 to the "position - x" field, 1250 to the "Reset to default" button, and 1260 to the "Close" button.